

Mecklenburg County Youth Sports

Fall 2020 Youth Baseball

Machine Pitch (7-8 years) Condensed Rules Sheet

Notes: Score is NOT kept. Official time is kept by Park & Rec staff. Outs will be recorded. Staff Umpires officiate the game from behind the pitchers' mound area.

Field:

- Bases -60'
- Machine Pitch Mound – 38'

Balls/Bats:

- Ball – RIF #5 Safety Ball (see attached acceptable list)
- Bat – can't exceed 2 5/8 inches in diameter

Roster/Forfeits/Grace Period:

- Min 6/Max 12
- There are no forfeits or grace period. The games begin with those players present at scheduled game time.
- Late arriving players enter the game on offense at the end of the batting order and on defense when their team is fielding.

Game Length:

- Complete games consist of 5 innings of play or 75-minute maximum time limit, whichever comes first. No new inning can begin once the 75-minute time limit has been reached. If the inning has already started and the 75-minute time limit has been reached, the **full inning** will be allowed to be played.

Offense:

- Batters wear sanitized helmets.
- Batters strongly encouraged to wear batting gloves on both hands when batting
- Bats should not be shared with other teammates or they must be sanitized before each use
- Batting order consists of entire team roster of players present for the game and remains consistent throughout the game.
- Late arriving players will be added to the end of the batting order
- Max of 12 batters per ½ inning (unless 3 outs are recorded).
- If less than 12 players are present at game time, all players present will bat (some players will bat twice) or until 3 outs have been recorded. Penalty "outs" will not be called for any skipped batting order spots if less than 12 players.
- If player injury and unable to bat, his space in the order may be skipped over without a penalty "out" being called.

- Each batter receives a maximum of 6 pitches. **NEW – if the batter hits a foul ball on the 6th pitch, he/she shall receive 1 additional pitch. If the machine delivers a wild pitch on the 6th pitch, the batter shall receive 1 additional pitch**
- If 6 pitches (**or 1 additional pitch as noted above**) are thrown, the ball has not been put in play or 3 strikes **SWUNG AND MISSED**, the batter is out.
- **WALKS NOT ALLOWED**
- **The pitching coach will use the machine to pitch to his/her own players and must stand behind the pitching machine and remain in the pitching circle at all times.**
- Pitching machine alterations may only be made by MCPRD staff and/or the pitching coaches.
- A batted ball that hits the pitching machine before touching a fielder will be a “dead” ball and the batter and base runner(s) will be awarded one base.
- If a batted ball touches a player before touching the pitching machine or the pitching coach/operator, the ball will remain “live”.
- A thrown ball that hits the pitching machine/operator will result in a “dead” ball and the base runner(s) will be awarded one base.
- A batted ball that hits the pitching coach/machine operator (unless this happens intentionally) results in a “dead” ball with the batter being awarded first base and any base runners advancing one base. An intentional violation by the pitching coach/machine operator will result in the batter being called “out” and all baserunners will return to the base occupied at the time of the pitch.
- Pitching coach must keep instructions to hitters to a minimum and may not instruct base runners.
- Excessive delay of game (ump’s discretion) results in a warning. Additional offenses result in the batter being called out (no runners advance).
- 1 verbal warning (given to both teams) for throwing/slinging the bat; automatic out for all following infractions.
- No stealing; contact with base until ball has been hit. If a runner leaves the base early, the ball will be declared “dead”, a warning will be given to the offending team and the batter will receive a substitute pitch. One warning per offending team – further violations will result in an “out” being called on the offending player.
- Base runners may not advance on a passed ball by the catcher or a wild pitch by the machine.
- **Runners MUST physically touch the SECOND home plate before the catcher catches the ball with his/her foot on the regular home plate to be called “safe”. Umpires judgement is final.**
- **Runners are “out” at home plate if the catcher catches the ball, with one of his/her feet on the regular home plate, before the runner has physically touched the SECOND home plate. Umpires judgement/decision is final.**
- **If runners run to the incorrect home plate (the regular one) to score or if the catcher goes to the SECOND home plate to make a play on the runner(s), the umpire shall call “time” and give a one-time warning to both teams. The runner(s) will go back to their previously occupied base. The ball “in play” will stand. Any subsequent similar situations shall result in an “out” if the runner(s) caused an obstruction at home plate or “safe” if the catcher caused the obstruction at home plate. Umpires judgement/decision is final.**

- Only 1 overthrow allowed per play. After one overthrow, the ball is “dead” and the base runners advance one base per the umpires’ judgment based on where the runners were when the over throw occurred.
- Each offensive ½ inning ends: **1) after 12 batters** or **2) 3 OUTS** have been recorded.

Defense:

- Maximum of 8 defensive players (catcher, first base, second base, shortstop, third base, left, center and right outfielders)
- Catchers must wear helmet and face mask, throat protector, chest protector, shin guards and CUP. Hockey style masks with built on protector are acceptable. **PENALTY – 1 warning per offending team**, subsequent occurrences result in forfeit declared if the above catcher’s safety equipment is not provided by the team(s) present.
- Catchers must provide their own equipment. No sharing of catchers’ equipment permitted.
- Sharing of any fielding equipment (gloves) strictly prohibited.
- **Play Stops** when: 1) infield ball is possessed by a defensive player and they hold the ball above their head with arm extended, (umpires’ judgment on base runners’ advancement or not) or 2) defensive team prevents the lead base runners forward progress
- **Players rotated** – to promote opportunity for skill development.

Re-entry:

- The batting order must stay the same throughout the games, but players are allowed to change defensive positions.

MUST PLAY:

- If more than 8 players present, subs must play at least 2 innings defensively, except in the case of player injury.

Coaches:

- Each team is allowed a maximum of 3 coaches – Coaches are required to wear a face mask/shield/covering at all times. It is mandatory that at least one Coach is responsible for equipment and player sanitation (i.e. wiping down of bats and batting helmets before each use, sanitizing players’ hands before his/her at bats if he/she is not wearing batting gloves) per COVID-19 safety guidelines.
- Coach ID badges required for all approved volunteer bench personnel.
- Base Coaches remain in coach’s box; **pitching coach only coach permitted on the field of play and must maintain 6 feet social distancing from all players and staff umpire as much as possible.**